

WHAT POKE ?

C 16 / PLUS 4

Handbook

Phantom !

*Review
Inside...
Can you bear to Look!!*



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Issue 10

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Editorial

Welcome to issue 10 of the C16 / Plus 4 handbook, which as you can see, has been re-named, What Poke? In fact there are now five separate issues of What Poke? produced monthly, but they are for five completely different machines. We have made the change in title, in preparation for our nationwide launch of the new style handbooks. Those readers who also purchase our Adventure Handbook, will note the similarity in title, and this is all planned to give a corporate image for our game playing handbooks. This change of title, will be followed up by a change in quality of handbooks, in the very near future.

Things appear to be all go in the magazine industry, these days, with a great many changes, some not so good. Sunshine Publications, who produce Popular Computing Weekly, have re-vamped their style, and at the same time upped the price. They

have also taken the major step of dropping their regular Adventure, and Arcade players columns, which gave a mixture of game help, and advice on a regular basis. Although with respect, one page per week on these subjects, was far from adequate, and something had to give in the long run. We feel that this may mean that P.C.W. will move away from the game playing angle, short term, and perhaps concentrate on news concerning the bigger

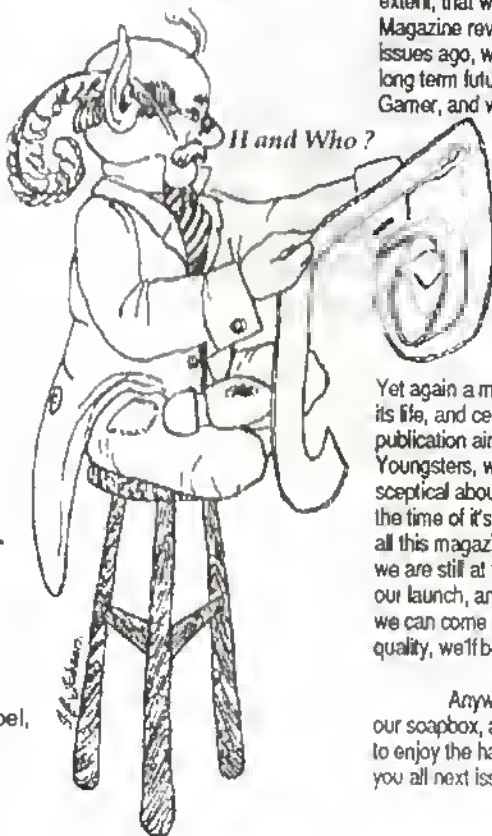
machines, ST's, Amiga's etc. They do keep a review section, which takes a look at all home computer releases, and no doubt will produce special supplements on game playing from time to time.

News just in, as I write this Editorial, is that two further Computer magazines are producing their last issues in June. Both Computer Gamer, and ZX Computing, are to be scrapped, both in fact owned by Argus Press. This certainly doesn't surprise us here at H & D, even to the extent, that when produced Magazine reviews many issues ago, we questioned the long term future of Computer Gamer, and we've been

proved right. Also Following on from Amix another Newsfield mag LM, is to be sold off, if there are any buyers.

Yet again a mag fails early in its life, and certainly about this publication aimed at the Youngsters, we were indeed sceptical about its success at the time of its release. Amidst all this magazine depression, we are still at full throttle for our launch, and believe that if we can come up with the right quality, we'll be successful.

Anyway let's get on our soapbox, and leave you to enjoy the handbook, see you all next issue.



Microvalue 30,000 Sales

Microvalue, the Tynesoft spin off budget label, are quick to boast a sale of 30,000 for their recently released Microvalue tape, released over 7 formats.

Prism Become Addicted

Software House Addictive have been taken over by record and software distributor Prism and have acquired rights to all Addictive titles old and new. Kevin Toms of Addictive has now set up a one man company that Prism have licensed to produce four new games over the next two years.

The bad news is that Tom's three employees have been made redundant. Prism's first move is to re-release Football Manager at only £2.99 across eight formats. Prism forecast that it will clear another 150,000 units of the game, this being on top of the 300,000 already sold at the full price.

PCW To Drop Adventure

Popular Computing Weekly, as from May 1st, has been re-vamped in style and content. Strangely enough, the Tony Bridge Adventure Column is to be dropped. Sunshine Publications do state, that this is not the end of their links with adventure, and believe that they need to devote more space to the subject, than one column per issue. But their plans for now remain sketchy.

Game Console Re-Launch

The Atari 2600 games console, that originally appeared in 1977, before the Micro computer boom, is now being re-launched through Mail Order Firms, and Department Stores. Back in 1977, it would set you back £200 for a unit, and now the re-launch price is a mere £49.95. Atari look to sell 150,000 units this year. One major stumbling block, back in 1977, was the price of the game cartridges, but this has been overcome with games ranging from £2.99 to £9.99, in line with computer software. Initially, 40 games will be available, but it is rumoured that all major software houses will be contacted in the near future, in the hope that they will produce games for the machines, or, convert existing computer titles.

Japan Loves Monty

Gremlin have licensed their Monty on the Run game to a Japanese software house for conversion to the popular Nintendo Games machine. Claims are that the amount paid to Gremlin runs into six figures. Gremlin hope that further titles of theirs will receive similar treatment, with Trailblazer being tipped to follow. At a six figure sum a game - Why Not!

Gold, Silver, and Platinum Cassettes

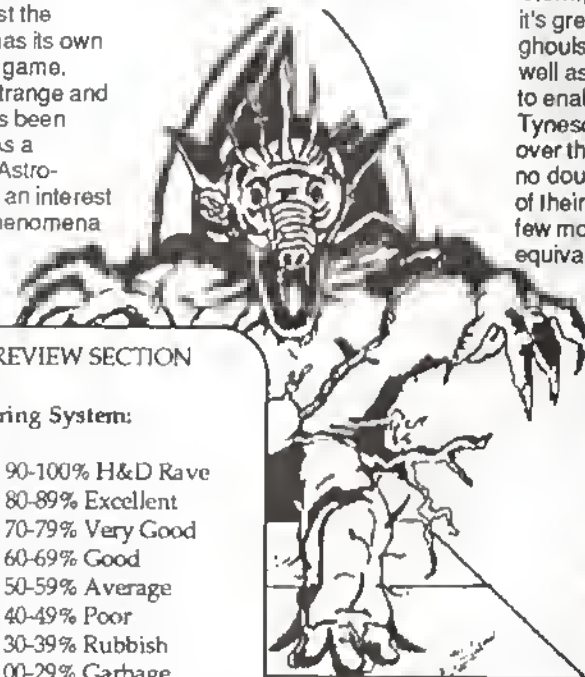
The British Micro Federation is to initiate awards for home computer games. The industry will give official recognition of unit sales in excess of stated quantities. A silver cassette will be awarded for sales in excess of 50,000 units, gold for sales above 100,000, and platinum for over 200,000. Any software house can apply, whether a game is new or old, provided that an Accountant or Auditor can testify to the units sold. Mastertronic are quick to point out, that if they apply, they will be a little short of wall space for all their bestsellers. Some firms are less enthusiastic, and of course, the B.M.F. are not doing it for free - the software house would have to fork out for its claim. £50 for silver, £75 for gold, and £100 for platinum. Cassettes certainly cost a lot these days.

ST Budget Label

Firebird are to follow the Mastertronic lead and produce a budget label for the ST. Prices will definitely be below £10, and Firebird have pencilled in Thrust, Park Patrol, and Harvey Headbanger for initial release.

Title: PHANTOM
Publisher: Tynesoft
Address: Unit 3, Addison
 Ind. Est., Blaydon, Tyne
 and Wear, NE21 4TE.
R.R.P.: 7.95
Game Type: Arcade
 Adventure

At last the C16/Plus 4 has its own Ghostbuster game. Something strange and unnatural has been happening. As a Professor of Astro-Physics, with an interest in Psychic Phenomena



GAME REVIEW SECTION

The Scoring System:

Between 90-100% H&D Rave
 Between 80-89% Excellent
 Between 70-79% Very Good
 Between 60-69% Good
 Between 50-59% Average
 Between 40-49% Poor
 Between 30-39% Rubbish
 Between 00-29% Garbage

you are well prepared for these ghostly situations. Equipped with your experimental nuclear accelerator, your task is to clear four buildings of their unwanted inhabitants, Ghosts, Monsters, and Transporters.

Each of the buildings has four floors, and you are given a birds eye view of the action, as with say gauntlet in

the arcades or a recent C16 cheapie 'Storm'. You are equipped with a laser that can fire up to 70 high powered bolts over an unlimited

speed you up.

The game is good, but does in reality offer little more than the excellent Storm, but it must be said that it's great fun blasting the ghouls, and it requires skill as well as a quick trigger finger to enable you to progress. Tynesoft have gone a little over the top with the price but no doubt it will appear on one of their Micro Value tapes in a few months time, and cost the equivalent of a £1. For now it may be just worth buying, unless a Storm II rears its ugly head in the meantime. One of Tynesoft's best to date.

Phantom The Scores
Graphics 86%
Playability 82%
Addictiveness 77%
Lastability 75%
Value For Money 66%
H & D Rating 69%

Title: SQIJ
Publisher: The Power House
R.R.P.: 1.99
Game Type: Arcade

Sqij, was once a happy bird in the decadent days before the population holocaust. Then the food ran out. You control this mutant

creature who will stop at nothing to satisfy its only life force, insatiable, ferocious, violent hunger.

The action takes place in an underground labyrinth, size, we don't know as it was quite difficult to stay alive long enough to find out. You must find the pieces of the Ener Tree, and once found they must be assembled in the cave with the great platform.

You receive a side on view of the caverns and your Sqij moves quickly about, which is useful as their are always four nasties to a cavern, who fly around you robbing you of energy.

Energy is shown as a bar below the playing screen, and can be replenished by running over apples, that are placed in certain caverns.

Animation and graphics are quite good, but everything happens so fast, and to be honest we find it hard to believe that anyone will be able to stay alive long enough to get anywhere in the game, which is a shame because the game did show promise.

If you rate yourself as a whiz kid on the joystick, then it may be worth a bash, but after only 10 minutes, we found ourselves giving up.

Sqij The Scores
Graphics 74%
Playability 44%
Addictiveness 42%
Lastability 53%
Value For Money 51%
H & D Rating 49%

Title: HERCULES
Publisher: Power House
Address: 204 Worpole Road, London, SW20 8PM.
R.R.P.: 1.99
Game Type: Arcade
 Platform

Power House bill this as infuriatingly addictive game. The game is based on the twelve Deathly labours of a modern day Hercules. That's about all the game tells you, and to be honest the play doesn't add much to it anyway.

The action (now that's a laugh) takes place on a number of interconnecting screens, each containing platforms that can be jumped to and from. Animation is garbage and the frequency

with which you lose your 3 lives is certainly infuriating, but not addictive.

Certainly a case of a poor mans Jet Set Willy, and as for the twelve labours well we weren't even interested in trying to complete one. You get a free audio track on the tape by H.E.X., but perhaps it would have worked better if the game had been given away with the audio track, yes it really is that bad. Don't touch it even with a very long barge pole.

Hercules The Scores
Graphics 37%
Playability 44%
Lastability 46%
Addictiveness 34%
Value for Money 42%
H&D Rating 38%





Adventuring with the Phoenix

b) Game faults.
Several
callers are
experiencing
problems with the

Mastertronic version of 'Kentilla' on Spectrum. I have personally completed it on C.64 and used the original Microdeal version successfully on Spectrum. The problem seems to centre around two areas. 1) The taking of the silver dagger, and 2) the command to Elva to "SHOOT DARG"

Firstly, the dagger problem is obviously a fault, as it is indeed there to be taken. Secondly, apart from Elva's role in carrying all your objects for you, the only purpose he/she has in the game is to shoot the Darg Vool with the bow and arrow. I can only come to the conclusion that the Spectrum version on Mastertronic is faulty. Can anybody throw any more light on this problem? (Mastertronic, maybe?!!)

c) I have very little information on Adventures that are specifically for the B.B.C. If any experienced 'Beeber' out

there would like to offer his/her services by post or telephone then please write in to the Handbook office.

d) Finally, a big thank you to all of you who used the Help Line, and especially to those who offered help with those Adventures for which I had little information. Nice talking to you!!

This month, I am going to guide you through a complete Adventure, using the guidelines given in the last two issues of the Handbook. The Adventure I have selected is 'CLAWS OF DESPAIR' by Players. Try to adhere to the guidance on map drawing (Issue No. 16) and we'll take a stroll through from start to finish.

SOLUTION (ON SPECTRUM)

You commence the Adventure in the Market Place. Pressing 'I' will tell you that your inventory is currently a bag of platinum nobles and the Star of Thorgrim. You must not lose the Star, but you will have to temperarily part with it during

the game. BUY FOOD and you will automatically move SOUTH to the Main Street. Here you find an old woman being beaten by some guards. Both HELP WOMAN or KILL GUARDS results in you obtaining a flagon of wine. This wine will cure your thirst, later. TAKE WINE then go SOUTH. If you look at the notice you will see that you have to hand over any item of value to the guards. GIVE STAR, you will get it back again, soon! You will now pass the guards, to end up outside the City Gates. Proceed SW and SWIM LAKE to find a golden chalice. TAKE CHALICE and go NE, SE, E, then W to the Desert Rat Inn,

The Innkeeper will demand gold for information. GIVE CHALICE and he will tell you to ask the conjuror for a riddle. Go EAST three times to the Orchard and you will meet Wizdoichus. Say RIDDLE and he will ask you to state the odd one out in the following sequence of numbers: 3, 5, 7, 9, 11, and 13. It is 9, because all the rest are prime numbers, so you input '9'. He will now tell you of a magic word, namely 'SABZ TETI'. Proceed as follows: W-S-SW-W. You are now faced with a desert maze, but it is quite easy with the way back being exactly in reverse to the way forward. So, we go: W-W-S-E-E-S-W-S-E-E-S then finally SOUTH to the edge of a crumbling cliff.

You will find a dagger here, but you can only take it safely, if you have learnt the

magic word. SABZ TETI then TAKE DAGGER. On retracing your steps through the desert you will become hungry and thirsty. Proceed N - N - W - W - EAT FOOD - N - E - N - W - W - DRINK WINE - N - E - E - NE then SE to outside a cave. DIG SAND to uncover a copper key. TAKE COPPER KEY then go SOUTH and KILL DRAGON with your dagger. There is a captured Princess here, who is locked in chains. UNLOCK CHAINS with your copper key and TAKE PRINCESS. Proceed N, NW, N, then NORTH to a dried up river in the desert. DIG SAND here to locate some silver coins. TAKE SILVER COINS. Now go NW, SW, then SOUTH WEST to the front of the fort, where you encounter some more guards. They are easily bribed, so GIVE COINS and they will lead you into the Entrance Hall. The old man, here, is the Princesses father, who returns your Star of Thorgrim in gratitude. So TAKE STAR. Proceed N, NE, NE, S, S, then EAST to a clearing.

The nymph, here, asks you a riddle, and the answer is 'SAY TOMB'. (You may also correctly say GRAVE, GARVE, or just TOMB on its own - they all seem to work!) The nymph will then hand over some Beeswax, so TAKE BEESWAX, then WEAR BEESWAX, to avoid the effects of the Harpies whom you encounter shortly. You should now go WEST three times to the Inn of Shelzama.

Here is a rather unfair, but nevertheless solvable puzzle. You are asked to sing a song, and the way to find the title of the song is to study that particular location description. Look at the text and you will see that there are four letters in capitals, namely I - A - L - S. So you SING IALS, then TAKE BRASS ROD! Proceed E, E, then SOUTH to a deep cleft. If you dare to go SW you will encounter a deadly trap! Instead take the SE route to the waterfall. Don't be tempted to open the chest here as you will find a scroll inside which gives you misleading directions. In fact it advises you to swim in the mountain lake, but if you do you will be killed by the 'watcher'!! So, SMASH CHEST to find a useful horn. TAKE HORN. Now go NW then SOUTH. You cannot hear the harpies as you are wearing the mask. Another two moves SOUTH brings you to the shores of a mountain lake. Here you should BLOW HORN to summon the ghostly boatman, who will row you across the lake.

When you arrive on the southern shores of the lake you will be faced with some seemingly unopenable doors. STRIKE DOORS with your brass rod and you find yourself in a great hall, beyond the doors. Go EAST to a panelled passageway and SLIDE PANEL to reveal a metallic figurine. TAKE FIGURINE then UNSCREW FIGURINE to find a stone tablet. There is some writing

Before I start with this month's offering, I would like to mention some aspects that have arisen whilst talking to Adventurers over the Help Line.

a) Game versions

A number of Adventures appear to differ slightly, depending on which version of the game you are playing. In particular, 'Quest for the Holy Grail' by Mastertronic has several differences on Spectrum when compared with the Commodore version. Equally, the B.B.C version of 'Winter Wonderland' by Incentive contains a ladder within the igloo, as opposed to a mallet in the Spectrum and Commodore versions. If anybody has fully completed The Quest for the Holy Grail, or, Winter Wonderland on the version other than Commodore, then please write into H & D and help me to help others.

on the tablet so **TAKE** **TABLET** to find that it is inscribed with the word 'THGI'. Now go **WEST** twice to an alcove, where you will find a jade key protected by a strange beam of light. Say 'THGI' and the beam disappears, allowing you to **TAKE JADE KEY**. Now return **EAST** to the Great Hall. Now here is a lever - the normal action of **PULL** or **PUSH** **LEVER** results in incineration! What you must do is **PRESS** **LEVER** and you should hear a faint grinding sound to the South. Proceed **SOUTH** to another passageway and the sliding stone will block your way back north!. Not to worry, press on and **OPEN** the door there. Here you will be faced with roaring flames. Let me tell you now, that you only have **ONE** move to avoid certain death. Input **DISBELIEVE** **ILLUSION** as that is all it is! When the flames disappear **TAKE TINDERBOX**. (If you go **EAST** to a narrow passageway your tinderbox will be taken from you, preventing you from lighting the torch that you are about to construct)

Proceed **WEST** to a dark semi-circular alcove. **DROP** the **STONE** **TABLET**, **COPPER** **KEY**, **BRASS** **ROD** and **HORN**, then **TAKE** **POLE** and **TAKE** **LIQUID** (**POLE** + **LIQUID** = **TORCH**). Now you can **LIGHT** **TORCH** then **DROP** **ALL** and **TAKE** first the **TORCH** and **STAR**. Go **EAST** then **SOUTH** to the temple.

Now here's a very

tricky puzzle indeed! There are five cubes here that **MUST** be collected in the correct order. The cubes correspond with certain colours of the rainbow. The order of colours for a rainbow are **RED**, **ORANGE**, **YELLOW**, **GREEN**, **BLUE**, **INDIGO** AND **VIOLET**. There are numbers on the cubes and if you multiply the cube number by it's position number on the rainbow you will know in which order the cubes must be taken. For example, using **RED**, the number on it being 4 multiplied by 1 (the first colour on the rainbow) gives you 4. Work out the others and take them in numerical order, smallest number first. So you should **TAKE** **RED** **CUBE**, **TAKE** **VIOLET** **CUBE**, **TAKE** **YELLOW** **CUBE**, **TAKE** **BLUE** **CUBE** and finally **TAKE** **GREEN** **CUBE**. Get it wrong and you have to answer to the Cube Monster!! Right, now proceed **SOUTH** to a small room. The plaque tells you that you are about to enter the **Maze of Mines**. The locations all appear the same in this maze so follow these directions **EXACTLY**: **S**, **E**, **E**, **S**, **W**, **W**, **W**, **N**, **N**, **W**, **S**, **S**, **E**. You should now be in a small chamber with an exit so go **SOUTH** to emerge in a golden meadow. You will notice a girl combing her hair, so **CUT** **HAIR** and the girl will run off. **TAKE** **LOCK** (of hair) and go **WEST** to the banks of a small stream. Watch the text as a fish will momentarily appear and murmur 'GSTNDSTR' which you are supposed to translate to read "Go east

and strangle" but, I have to confess I used a Hint Sheet for that particular one!! You should now go **EAST** three times to a small forest glade where you will meet a sad knight who is pining for his true love. **SHOW** **LOCK** and he will give you an ivory key, so **TAKE** **IVORY** **KEY**. Now proceed **EAST** to a mine where you see a woman trapped in the marsh. Remember what the fish said and **STRANGLE** **WOMAN**. You will now hear of a magic word from her spirit - "GHAS KENI". Go **WEST** three times to the golden meadow and **SOUTH** twice to the end of the path. There is a small hut here. Say "GHAS KENI" then **OPEN** **DOOR** and you find yourself in a magnificent hall. Input **HELP** (whilst carrying the Star) and you are told that there may be another exit to this room. Proceed **EAST** to a dusty room and **TAKE** **POTION** (onto your hands) and you will be protected from the effects of the poisonous wand. Now **RIP** **PAINTING** and you will find a combination safe. Another tricky one!! If you **ENTER** **COMBINATION** you are asked to do so in **SINGLE** digits. What is the combination? Well the magic word **GHAS** must be considered. The alphabet positions of **G**, **H**, **A**, and **S** are 7, 8, 1 and 19 and as the combination must be entered in single digits, the correct combination to input is 7, 8, 1, 1, 9. The safe will now open to reveal an oaken wand. **TAKE** **WAND** and go **WEST** then **SOUTH** to a small room. Here

PHOENIX EMERGENCY LINE

ONLY FOR USE BY H & D READERS

ONLY TO BE USED SATURDAY AND SUNDAY BETWEEN 6PM-12 MIDNIGHT
Please keep to these times as otherwise we may have to suspend the service.

If you have any problems with an adventure then a call to the Phoenix may put your mind at ease. The Phoenix has covered hundreds of adventures and even if he is unable to help himself he will try to put you in touch with someone who will.

Telephone: 0785 42660 (but remember only between the times shown above)

you finally meet Zaegmar and you must immediately **THROW** **WAND**. He will turn into a snake and you should ignore the golden key. Finally, go **SOUTH** to the Temple of Selvin and receive the staff of Sarlin to complete the game with 100%!!!

I know many readers will not have this game in their collection but I chose it for its use of unfamiliar verbs and awkward puzzles. I will naturally be covering many adventures in this way and if you have any specific requests I will try to include them in order of popularity, according to your letters. I will present my map of Claws of Despair in the next issue, meanwhile I am hoping that you will have a go at your own map then compare it with mine, although the one I produced is based on my own

solution so may differ from the author's master in some respects.

Right then before I

Phoenix Appeals Box

Although having many adventure solutions the Phoenix occasionally gets asked for help on games with which he is not so familiar. We will list these games monthly and the Phoenix will be grateful for any information so that he can help some other lost souls:

Philosophers Stone
Questprobe III; Fantastic Four
Forgotten City
Murder Off Miami (PT 2 & 3)
Curse of Crowley Manor
Altar 4
Castle of the Skull Lord
Dodgy Geezers
Escape from Traum
Secret Sam 1 (BBC)
Secret Sam 2 (BBC)
Labyrinths of La Coshe (BBC)

finish for this issue, I must tell you, about a problem with the Secret Of St Brides. When you reach the end of Part One, **DO NOT** answer the riddle (sword) or the game will end with you only attaining 50%!! Instead of this type in 'LOOK' and carry on with Part Two, asking Maria about the amulet.

Also I have been informed by a Spectrum player that the command to hire the carriage is **WIRE** carriage, instead of **TELEPHONE CARRIAGE** **HIRE**, as works for the C64 version.

Right, until next issue, have fun and good adventuring, and remember to address all comments to:
The Phoenix, C/O H & D Services, 1338, Ashton Old Road, Higher Openshaw, Manchester, M11 1JG.

Worldwide Computer Gaming

K. Morgan-Caine of Australia has asked about the possibility of a "Foreign Update" column which takes a look at computer game playing Worldwide, whether arcade or adventure. We have many overseas subscribers, and would like to introduce this column as a regular feature in the handbook. All we ask, is that from whatever corner of the globe you write, and for whichever machine, you drop us a monthly line informing us of the latest news on home

computers in your country, whether software, hardware or anything else for that matter. We will pull together all your letters and produce a monthly column with a list of all contributors.

To give you a feel for the column K. Morgan-Caine stated that as at the beginning of April in Australia, *Movie Monster*, the game had been available for a whole year, although only released in the UK 3 - 6 months ago. £2 budget games are being sold over there for the equivalent of £5, although an *Infocom 5* pack would cost just £20, and *Aliens* the revamped version of the computer game had been released certainly 2 to 3

weeks ahead of the UK.

If you want to contribute then send in your facts to H & D Services (The World), 1338, Ashton Old Road, Higher Openshaw, Manchester M11 1JG, United Kingdom.

So we at least expect letters from Australia, Canada, U.S.A., France, Belgium, Holland, Greece, Austria, Iceland, Denmark, Luxembourg, Ireland, Malta, Germany, Sweden, Finland, Spain, Portugal, Norway, Italy, Gibraltar, Singapore, New Zealand, Israel, Oman and anywhere else that our handbooks go to, and that we may have forgotten to mention.

We Want You !!!! (and your mates)

As you may or may not know, we plan to distribute all 6 of our handbooks to Computer Retailers, in the very near future. Our overall package, will mean a far larger, and better style of handbook all round, with lots more information, and more importantly, a lot more game playing help. For our launch, we do need your co-operation, in sending as much information as you can. Also even though you may get this, the C16 / Plus 4 Handbook, you may have friends on other machines, C64/128, Amstrad, BBC, and Spectrum. If so please tell them what we're trying to do, and if they can send in any original hints, pokes, and maps, for their various machines, we'd be very grateful, and they could get some free software. If you wish to see this handbook improve, and grow, please give us your support, Cheers.

Page 12



SEND
IT
NOW!

Game

Chris Archer

presents some more information for C16+4 owners.

Some help with Hacking Games:-

LOAD the game, then RUNSTOP / RESET. Type X then return and LIST. This will sometimes give you the SYS to start the game. If it will not work then RUNSTOP / RESET and type M 1000, this is the start of the machine code for the game. Type G on

the line 1000 then return you may find that the game will run with this, if not then you will have to go to the next line. It may take you some time to find the start of the

game but you must try and try. If in the end you do find the G command or the SYS then you can start to find your extra lives. If the lives are printed on the screen like this

LIVES 3 then you will have to go into machine code D. So type D1000 then work your way down through the codes until you find on the outside line of code something like this

LDA#\$ 03..... now change the 03 to 02 and run game with the SYS or G command. If you type anything more than three the game will crash if it is not the line for lives, so run the game and if it still reads as 3 lives then you have not found

the lives line. If this is so then go back to the line in machine code and put the 03 back and while your there carry on looking for the LDA\$ 03 statement. If you should find the right line then instead of 03 you type FF some times you have only 255 lives but on occasions you get lives for a life time.

If the lives are not numbered but are shown with three faces or some other picture, also, there are games which show nothing at all. In this situation you must look in the M command. So enter machine code and type M 1000 you must now look to the right of the screen and find the letter N. Having now found

Playing

this you must follow the line to the left and look for the letters CE sometimes it will be shown as a number and a letter this is no good it MUST BE CE. If you find this then where the CE is printed you must print 2C or AD. Once again you will find that there are many letter Ns. But again keep at it till you find it, nothing comes easy you know.

A word of warning here. Looking at machine code for hours may cause spots before your eyes but they will go away so don't worry.

Chris also throws in some game help as well

Gunslinger

Load game RUNSTOP / RESET and type M 2889 type 2C in the first line. Type RETURN type X return and press RUNSTOP. Make sure that the tape is off. This is for INF / Lives.

3D Maze

Load game RUNSTOP / RESET type M 30A2 type 2C in the first line return X RUNSTOP, makesure that the tape is off. This gives infinite lives.

Joey

Load RUNSTOP / RESET type M 1680 type 2C in the first line then return, type G1020, INF / Lives.

The SYS for **Leaper** is SYS8090 type return twice. I have not found the lives as yet.

A warning from Chris :- Livewire have a game out called **Grid Trap** It is the old **Uxb** by

Commodore. They have also one out called **Heebie Jeebies** which is not bad for

Hints

the price.

Terra Cognita

Load RUNSTOP / RESET type M 2031 change A9 to A5 for Inf / Lives type X SYS 8192 return press fire the game will run then stop, press fire again to start. Do not touch the teleporters or you will be back at the beginning with 3 lives but when the game ends your next go will still have Inf / Lives. Happy shooting.

Aaron Gale supplies the following pokes :-

Prospector Pete

1 POKE 6279,105 : lives increase by 2 when you die.
2 POKE 6280,0 : Infinite lives.
3 POKE 12002,X : X = No of lives gained every 10000 points.
4 POKE 6519,96 : No water or meanies.
5 POKE 6437,96 : No skulls.
6 POKE 11712,96 : No meanies.
7 SYS 6144

Bomb Jack

1 Press RESET / RUNSTOP
2 >144C EA EA EA : Infinite lives
3 >3243 X : X = lives + 16 in Hexadecimal
7 G31D1 to start

Into the Deep

1 POKE 12597,96 : Freeze everything
2 POKE 10335,96 : Remove sound
3 POKE 12260,96 : Infinite shields
4 POKE 12165,X : X = No. of survivors to collect
5 SYS 10112

Trailblazer

1 Press RESET / RUNSTOP : type X return
2 POKE 11464,96 : just keep on rolling
3 POKE 12216,96 : stop falling down holes
4 POKE 10480,96 : red squares give super booster
5 POKE 10360 : No congrats at the end of the level
6 POKE 12167,234 : POKE 12168,234 : Infinite jumps
7 POKE 11989,234 : POKE 11990,234 : Infinite time
8 SYS 9408

Kik Start

1 POKE 10403,234 : POKE 10404,234 : Infinite time and lives
2 POKE 10771,255 : for a high score
3 POKE 11340,96 : Nothing in the sky
4 POKE 9900,96 : cannot crash
5 POKE 8592,96 : Infinite time
6 SYS 8192

Video Nasties

1 POKE 10684,234
POKE 10685,234
POKE 10686,234 : Infinite lives
2 SYS 10768

Vegas Jackpot

1 POKE 10759,234
POKE 10760,234 : Infinite money
2 POKE 10782,234
POKE 10783,234 : Moneys added to credit but not taken from cash
3 POKE 12533,234
POKE 12534,234
POKE 12535,234 : Game does not end at £250.00
4 SYS 8192

Power Ball

1 POKE 8724,X
POKE 8590,X : X = lives
2 SYS 5751

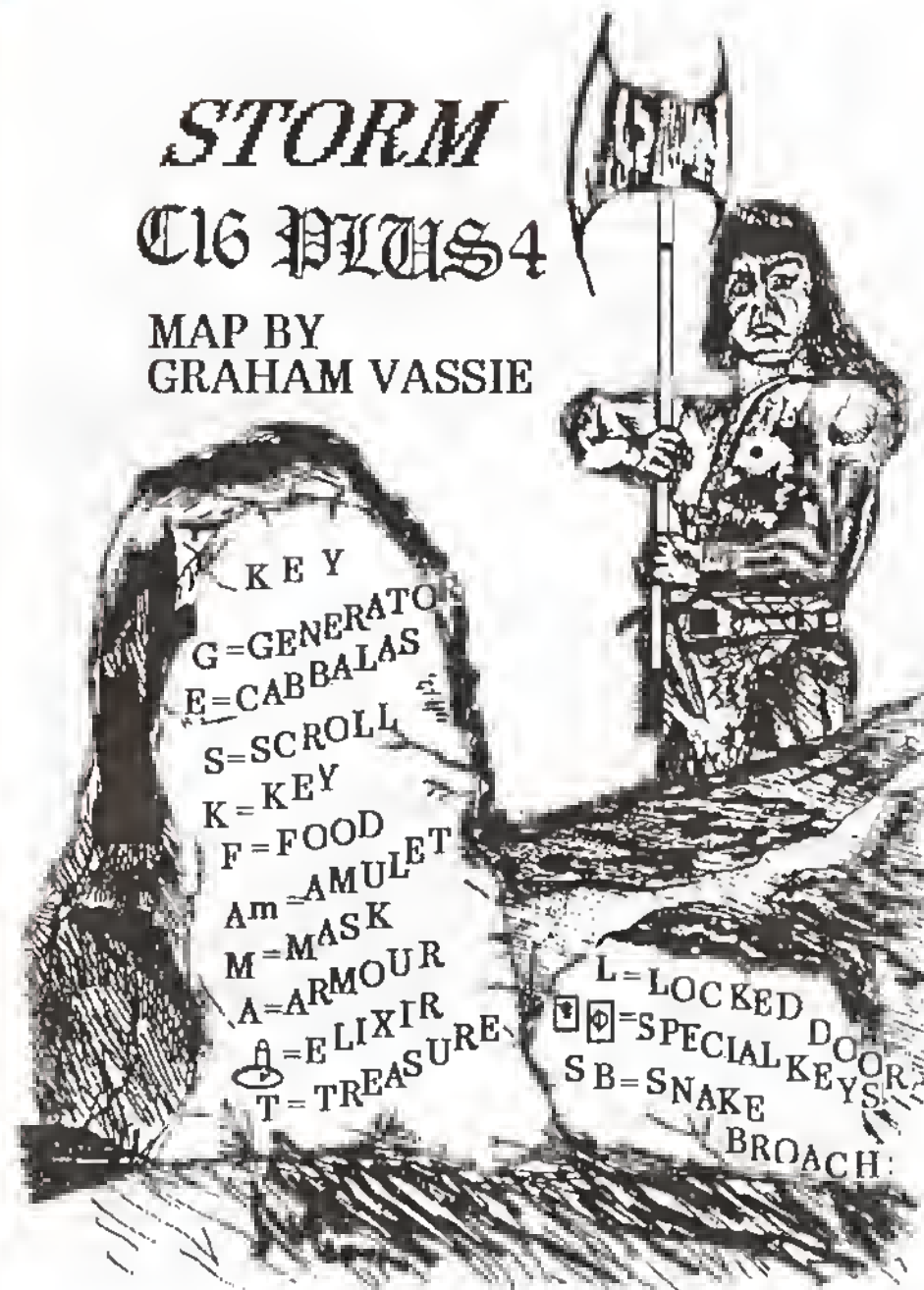
Sword of Destiny

1 POKE 13238,90 : No guardians
2 POKE 13050,96 : Guardians don't reduce Astral power
3 POKE 13373,96 : Stop guardians shooting off top of screen when shot
4 POKE 10431,234
POKE 10432,234 : Bounce high on hot air flues
5 POKE 10401,234
POKE 10402,234 : Power is not used when bouncing on hot air flues

Cont. page 18

STORM C16 PLUS4

MAP BY
GRAHAM VASSIE



6 SYS 406

Terra Cognita

1 Press RESET / RUNSTOP : type X then return
 2 POKE 10852,96 : Two ships gone
 3 POKE 12053,96 : Invincible
 4 POKE 11749,234
 POKE 11750,234
 POKE 11751,234 : Infinite lives
 5 SYS 8192

Bounder

1 POKE 5278,255 : allows more than 8 lives
 2 POKE 5765,96 : No nasties
 3 POKE 12894,96 : Keep on going
 4 POKE 5266,234
 POKE 5267,234 : Infinite lives
 5 SYS 12554

Planet Search

1 POKE 8892,X : X = Level
 2 POKE 9046,234
 POKE 9047,234
 POKE 9048,234 : Infinite lives
 3 POKE 4499,96 : Speed up game
 4 POKE 7404,96 : Practice on "inter planet route"
 5 POKE 9261,96 : Invincible
 6 POKE 8940,X : X = Lives
 7 SYS 12674

Molecule Man

1 Type LOAD. When the

screen flashes (about 15) press the RESET / RUNSTOP.

2 Type exactly as follows please :-

3 >2BC 4C 40 01 (hit return key)

4 >140 A9 EA 8D OE 12 8D OF 12 (return)

5 >148 4C E7 OF (return)

6 G258 (return)

This will give infinite Coins and Power pills, once one has been collected.

Trailblazer Codes

Level	Codeword
2	DARES
3	WAXED
4	RAZED
5	CARDS
6	CRAZE
7	WEARS
8	CARES
9	WEEDS
10	DAZED
11	ERASE
12	CRESS
13	WARES
14	CEASE
15	REARS
16	DREAD

Mr. Puniverse

1 POKE 10271,X : X = No. of pills to collect
 2 POKE 9796,96 : Keep laser switched off
 3 POKE 11600,96 :
 POKE 11880,96 : Stop things shooting
 4 POKE 8085,96 : Switch off laser beams
 5 POKE 7443,96 : Speed up

game
 6 POKE 13227,96 : Infinite energy
 7 SYS 6900

Tutti Frutti

1 POKE 7168,96 : To freeze Acid apple gang + give infinite time.
 2 POKE 8016,234
 POKE 8017,234
 POKE 8018,234 : Infinite lives
 3 POKE 7132,96 : Invincible
 4 POKE 6656,96 : Infinite time
 5 SYS 8192

Commando

1 POKE 13086,96 : Invincible
 2 POKE 4789,96 : Walk over everything
 3 POKE 13197,234
 POKE 13198,234
 POKE 13199,234 : Infinite lives
 4 SYS 4109

Return of Rockman

1 POKE 8721,234
 POKE 8722,234
 POKE 8723,234 : Infinite lives
 2 POKE 5022,96 : Stop radio-active waste
 3 POKE 5463,96 : Stop diamonds falling
 4 POKE 7102,96 : Stop all bows and holes
 5 POKE 7480,96 : Stop bows and holes from killing
 6 SYS 4112

Xargon Wars

1 POKE 12043,96 : No Alien bombs
 2 POKE 14569,234
 POKE 14570,234
 POKE 14571,234 : Infinite lives
 3 SYS 7296

Rockman

1 POKE 9783,X : X = time
 2 POKE 8464,234 : Infinite time
 3 POKE 8841,X : X = No. of diamonds to collect each screen.
 4 SOUND 1,770,0 : SOUND 2,770,0
 5 SYS 7367

NB. When you start the game make sure you enter lines 4 and 5 or the sound will be terrible.

Berks

1 POKE 4526,234
 POKE 4527,234 : Slow down drones
 2 POKE 4943,234
 POKE 4944,234 : Infinite energy
 3 POKE 5268,96 : No walls
 4 POKE 6837,96 : No drones
 5 POKE 7346,96 : Freeze drones
 6 SYS 4080

Squirm

1 POKE 10510,96 : Only one worm

2 POKE 9823,96 : Infinite light
 3 POKE 12208,1 : Infinite lives
 4 SYS 9220

Big Mac

3 POKE 7089,96 : Speed up game
 4 POKE 12986,234
 POKE 12987,234
 POKE 12988,234 : Infinite lives
 5 SYS 7000

Peter Clark-

Ward offers the following list of his favourite software titles, with the worst five thrown in for good measure.

Top Ten

- 1 Storm
- 2 Video meanies
- 3 Varmit
- 4 Way of the tiger
- 5 Way of the exploding fist
- 6 Leaper
- 7 G-Man
- 8 Petals of Doom
- 9 P.O.D.
- 10 Mr. Piniverse

Worst Five

- 1 Slippery Sid

- 2 Thai Boxing
- 3 Runner
- 4 Alien Attack
- 5 Climb it

Now for a Firebird top five

- 1 Harvey Headbanger
- 2 Ninja Master
- 3 Booty
- 4 Spikey Harold
- 5 Netrun 2000

And as a special thankyou to Mr. Mapmaker himself

Graham Vassie

Offers the following games for sale :-

Jail Break, Hektik, P.O.D. Prospector Pete, Blagger, Rig Attack, Berks and Big Mac. All the games are originals and cost £1.40 each. Please state alternatives.

Thanks to all our contributors. Keep the Pokes and Hints Coming. The launch is just around the corner. P.T.O now for a map and a solution you didn't think we had finished did you?

N, W, N, TAKE SAND, N, EXAMINE BATTERY, FILL BATTERY, (with clean water), S, S, DROP BATTERY, TAKE CABLES, CONNECT CABLES, TO BATTERY, CONNECT CABLES, TO TERMINALS, TAKE FORMULA, E, S, S, GO YOYODYNE, GO STAIRS, DROP SAND, DROP JUG, LIGHT FLASHLIGHT, MAKE FUEL, UNLIGHT FLASHLIGHT, DROP FORMULA, GO STAIRS, INVENTORY, (to make sure you have a jug of jet fuel), W, N, N, W, REFUEL CAR, DROP JUG, UNCONNECT HOSE, DROP PUMP, N, N, CLEAN HOSE, (in the lake water).

S, GO SHACK, TAKE

RADIO, LOOK RADIO, (needs a battery and antenna), E, S, REPLACE HOSE, GO CAR, PRESS BUTTON, (the engine is now running), GET OUT TAKE BATTERY, GO CAR, CLOSE COCKPIT, PRESS BUTTON, (you drive to Main Street), PRESS BUTTON, (you have now driven inside the mountain), OPEN COCKPIT, GET OUT, LIGHT FLASHLIGHT, LOOK CANISTER, (for some reason 'Look Casing' doesn't work), (the 'RFI Shield' light is ON and you see a switch and an envelope), PRESS SWITCH, TAKE ENVELOPE, LOOK CANISTER, (the RFI light is OFF), N, OPEN DOOR, (you are now behind the mountain

and the door slams shut behind you), DROP FLASHLIGHT, E, S, GO YOYODYNE, MOVE TABLE, (you find a floor safe), OPEN ENVELOPE, (you've now got the safe key), DROP ENVELOPE, UNLOCK SAFE, (you get a piece of paper), W, W, GO SHED, DROP RADIO, DROP BATTERY, CONNECT ANTENNA, CONNECT BATTERY, READ PAPER, (you see the disarm code for the bomb's safe disposal), TRANSMIT WARFIN, (the bomb acknowledges the code), TRANSMIT YOYODYNE, (acknowledged again).....
FINAL MESSAGE
THE EARTH IS SAFE AGAIN... THE ADVENTURE IS OVER.

Title: BATTLE
Publisher: Mastertronic
R.R.P.: 1.99
Game Type: Strategy

When a strategy war game appears for the C16/Plus 4 then one has to take notice, and even more so when it's priced at less than £2. You have to ignore the totally confusing Mastertronic inlay which depicts a scenario from the Second World War, complete with Spitfire, and Messerschmitt, but in fact the game is set in the future. In fact in the North Sea as the apparent oil reserves are drying up. Two companies are fighting it out to grab the last drops of oil. Each company has four rigs working day and night, but they aim to put the

other out of business. This doesn't mean in a tactful way like J.R. but by using their 4 ships, 2 submarines, 1 plane, and a helicopter to destroy the others equivalent or their oil rigs. The game is for two players or can be played against the computer. There are two phases to the game, the command phase, and then the Action phase where your commands are put into operation by the computer.

All the action takes place on the one screen, and although the game doesn't boast state of the art graphics, they do the job. The game is a sort of super Battleships game and can be good fun in small doses. Once commands are made the resulting action is graphically

portrayed below the playing screen, with any losses being noted.

The game is far more fun when playing a friend, although in reality the simplicity of the game may not be to everyone's taste. All credit to Mastertronic for giving us a strategy game within the limits of the C16's memory. Not a classic, but worth adding to your collection, if only for its unique scenario.

Battle The Scores
Graphics 76%
Playability 66%
Lastability 69%
Addictiveness 64%
Value For Money 76%
H & D Rating 72%

A Scott Adams Adventure Review

TITLE: SCOTT ADAMS
SCOOPS
PUBLISHER: US GOLD /
ADVENTURESOF
ADDRESS: UNITS 2/3
HOLFORD WAY,
HOLFORD, BIRMINGHAM,
B6 7AX
R.R.P. £9.99
GAME TYPE: TEXT
ADVENTURE
COMPILATION

SCOTT ADAM'S SCOOPS is an adventure compilation, which is currently available for the Spectrum, C64, Amstrad, and B.B.C. and which contains 4 games. They are Voodoo Castle, Pirate Adventure, Strange Odyssey and Buckaroo Banzai. The first 3 have been released before on the C64, but Buckaroo Banzai was previously only available in America.

Voodoo Castle casts you as the saviour of Count Cristo. Some of Cristo's enemies have placed a curse on him which confines him to his coffin day and night. It is up to you to save him. For a change Voodoo Castle was written by Scott Adam's wife, who continues with her husband's style and logic. It is rated as moderate by the great Scott himself. Wandering around the locations reveals some

strange and varied objects - these range from cauldrons of liquid to Ju-Ju balls (whatever they are!). Some of these objects like the cauldron and fireplace are however very necessary to enable you to complete the game. As you would expect from a game of this name magic plays a vital role. Eventually you will meet Megan who will help you on your quest, with the giving of some magical advice. The parser can be a bit restricting at times, only accepting word perfect inputs, but this initial hurdle should eventually be passed. Overall a neat, well presented game but not my favourite.

Pirate Adventure is the easiest game on the tape, but don't let that fool you.

There are still some tricky problems around! Starting in your London flat, a bit of searching reveals that you will need to travel to Treasure Island in order to find two of Long John Silvers Treasures. A quick magic word transports you to Pirate's Isle, where, if you climb a nearby mountain you will be able to see the legendary island. The only problem is that it is too far to swim. Somehow you are going to have to build a boat. The raw materials for this craft are scattered around the island, sometimes in seemingly inaccessible places, but once again logic prevails. After all big objects don't go through small places! What surprised me most about this game was the fact that so much help is



given by the authors. I couldn't believe it, Scott Adams giving help! The help command is answered with a quick tip nearly everytime, and a parrot is also a useful ally. As well as a useful help command, examine is well used, giving much information about various objects.

Examining objects gives you helpful pointers to ways of gaining more objects and information. Although Scott Adam's easiest game, Pirate Adventure is no walkover, and is very enjoyable to play.

Strange Odyssey is Scott Adam's only space adventure, and as expected it follows his usual style. Your quest is to find and reap the rewards from a far off planet. These rewards are to be harvested from a now dead civilisation, and they range from treasure to items of advanced technology. You begin the game in a now defunct scoutship, and you have to find a new power source in order to blast off the planet, once you have your rewards of course! Many problems are encountered right from the start, and if you have played Pirate Adventure you may be afraid to repeat a fatal input. However what you were not able to do in Pirate Adventure, you HAVE to do in Strange Odyssey, if you understand what I am getting at!

What you have to remember is that you are not on earth! On your travels you will meet an Ice Hound who has a nasty habit of spitting diamonds at you, and man

eating trees among other things. Rated as moderate I think Strange Odyssey is the hardest game on the tape.

Now on to the previously unreleased game Buckaroo Banzai. Apparently this game is based upon an American Movie which never actually appeared in the U.K. The plot is based around the Yogddyne company and your quest to get a mysterious jet car (a la Back to the Future) going. What the final aim of the game is I'm not sure, as the instructions don't exactly go overboard to tell you. You are free to wander around the game, and apparently the equipment you need is available in about 30 locations. Once you've discovered these objects you just don't know what to do with them! So far I've managed to find a radio which I've connected up to a battery and an antenna but I still haven't got it to work! Jump leads are available to connect to the cars power terminals, but there appears to be no way of giving the car a jump start. But what is most baffling is the formula for the car fuel. One of the ingredients is immediately available but others are yet to be found.

Editors comments

Well it appears that we liked the adventure and its nearly a baritone at £9.99

You would at least have thought it would have been a tenor...a small joke.....I think.

Petrol is needed but the petrol pumps don't work, and a pipe leading to the petrol storage tanks is padlocked. Add to this list an ice pick and a manual pump, and you've got a range of objects which seem to be only there for decoration. This game is simply Infuriatingly addictive and I would say it is the best game on the tape. Very good quality and I'm glad it's finally been released in the U.K.

For some strange reason, I suspect price saving, US Gold have made the Spectrum version text only. This surprises me, since all Scott's previous games have had some good graphics. However each of the games on this tape are only a quarter of the price of those previous releases, so I can't complain too much.

US Gold have produced some good conversions of old classics, and when you consider each game only costs £2.50, you can't complain. A good value compilation.

SCOTT ADAM'S SCOOPS - THE SCORES
PLAYABILITY 78%
ADDICTIVENESS 88%
LASTABILITY 86%
VALUE FOR MONEY 90%
OVERALL 82%

Video World



Introduced by Andrew Harrison

This month I'll take a look at 3 videos which mix suspense, horror and love, indeed all good ingredients for a computer game!!!

Title: TRICK OR TREAT
Released by: Palace
Running Time: 97 minutes
Cert: 18
Release Date: 15th May

A must for all who get their rocks off on Heavy Metal, and good material for horror and special effects fans.

The story is about Eddie, a hard rock freak in a California High School, who's life is made into that of a dog's, by the Prepoies, and the Bleached Boys who think he's a nerd.

His life centres around Heavy Rock legend Sammy Curr, so naturally he is devastated when Sammy is burnt to death in a hotel fire. A local DJ (played by KISS singer Gene Simmons) gives Eddie Sammy's last unreleased record, and when Eddie plays it backwards he gets messages from the grave (played forwards or backwards it sounded the same to me).

Sammy wants to get revenge on his tormentors, and Eddie is happy to oblige, as he gets revenge of his own on the Preppie bullies in school. But after things get out of hand, Eddie wants to stop, so Sammy reincarnates himself and goes around creating havoc.

That wild man of rock Ozzy Osbourne puts in an appearance as a preacher against Heavy Metal. What a laugh, for his pains, he has his brains scrambled.

Marc Price (Eddie) is adequate for the rock worshipper, Tony Fields (Sammy) is suitable, and Lisa Orapilini as Leslie, Eddie's girlfriend had her moments.

The special effects and make-up are good, but watching this has to be a matter of just just passing time, waiting for something better to come along.

Title: PRETTY IN PINK
Released by: CIC
Running Time: 96 minutes.
Cert: 15
Release Date: 30th April

John Hughes has cornered the market in teen movies, having given us 'The

Breakfast Club', 'Sixteen Candles', 'Weird Science' and his latest 'Ferris Bueller's Day Off'.

His latest to be released on video is no exception. He has taken 'The Ugly Duckling', 'Cinderella' plus a dash of 'Romeo and Juliet' to give us 'Pretty in Pink'. The result is a likeable, innocuous tale.

The story is about Andie a 'Zoid' (poor kid), who falls for Blane a 'Richie' (rich kid), and encounters problems with his wealthy friends. Duckie, and Iona. Andie's friends provide emotional security so she can fight back, and live happily ever after.

The star of the film is Molly Ringwald, who plays Andie. She has also been in two other of John Hughes teenage movies, 'The Breakfast Club' and 'Sixteen Candles'. You may have seen her in 'Space Hunter: Adventures in the Forbidden Zone', a low budget S/F movie.

The film also stars Harry Dean Stanton as Andie's unemployed father, Jon Cryer as Duckie, Annie Potts as Iona and Andrew

McCarthy as Blane, who has been in other teenage movies such as 'Class' and 'St Elmo's Fire', and is one of the young Hollywood stars who have been branded members of the Brat Pack, along with Miss Ringwald.

Title: SHANGHAI SURPRISE

Released by: Warner Home Video

Running Time: 96 minutes.

Cert: 15

Release Date: 29 th May.

On paper the idea of co-starring the world's most publicized non-royal married couple, Madonna and Sean Penn, must of sounded like a sure-fire winner.

Casting Pen as a brash hustler makes sense, but asking Madonna to play the prim missionary, is about as credible as Sylvester Stallone would be in the title role of Cinderella.

As for the story, it's a hunt for a fortune in opium in Shanghai during 1937, and apart from some chasing, a bit of torture, a glimpse of sex, and some bad acting on Madonna's part that's about it.

But, if you are absolutely determined to sit through all of Shanghai Surprise, the compensations on view include, Maurice Binders attractive opening credits, which look like a re-run of the ones he did for the 1967 James Bond epic 'You Only Live Twice', Ernest Vincze's photography, and the Hong Kong locations are

attractive.

What it boils down to is don't spend your money on trash like this, use it on more urgent things like buying the dog a coat, or something like that.

Video General News.

As we are seeing a lot of sequels coming out. Here's a look at what's in store for future release:-

Commando II,
Terminator II
(Schwarzenegger), Rambo III
(Stallone), Missing in Action III



(Norris), Texas Chainsaw Massacre II, Howling III; The Marsupials, House II: The Second Story, American Ninja II, Death Wish IV (Bronson), Fletch II (Chase), Cannonball Run III and Superman IV (Reeve).

So what do you think of that then, quite frankly, I think that the film makers have finally run out of good ideas, especially in dragging old Charlie Bronson's foot back out of the grave to be yet again that Never Die Vigilante

in Death Wish IV.

All you horror freaks will be happy to know that Jason is back in Friday the 13th Part VI, and that they are planning to make thirteen parts in all. OH NO !!

Just when you thought it was safe to go back to the cinema Jaws 'The Revenge' will be lurking inside. This is yet another update in the title which was originally Jaws 4, then Jaws 1987. Can this be the great shark film we were expecting after Jaws 1 + 2 and not the garbage we got in Jaws 3D.

Aliens which was released at the end of April was fitted with a new anti-piracy called Macrovision. This only the second time the device has been fitted to a video tape. The first was done on a low budget movie called 'On Dangerous Ground' (Warner Home Video). But does it work? They say it does. I have not tried to copy it myself but if anyone has drop us a line at H & D telling me what happens.

RCA/Columbia confirmed that it has secured the rights to the multi-oscar-winning vietnam movie 'Platoon' and has tentatively pencilled in a January 1988 release date. Also from Columbia the film Stand By Me is set for a March/June 1988 release.

That's all for this issue. Be back again soon.

Going For The Post

The World of PBM, introduced by Jason Roseaman

Hello and welcome to a brand new Play By Mail section of the magazine. Many of you may never of heard of PBM (Play By Mail) and so the first thing to do is explain what these pages will be about.

PBM is a well established and ever growing hobby in the U.K. and those of you hearing about it for the first time are in for a great time. This regular section will be devoted solely to the latest news, games and figures in the PBming world. I shall be looking at certain games to judge whether they are worth the money and time that you put into them. Hopefully those of you already dabbling in PBM will write in to me with your views and hints for any games that you play. Considering the extension that PBM gives to gamers it's not surprising that many computer gamers are also PBM'ers. Anyway, for those new to PBM here are a few questions you might ask, and the answers to go with them.

1. What is PBM?

Play by Mail games are where a player takes a role, which can be anything from the leader of an Orc army to the captain of a futuristic starship. The player, and usually a number of others, send in orders or TURN SHEETS, of what they want

their character to do. These orders are then processed by the people running the game, and sheets containing the results of your orders are returned ie. TURN REPORTS.

2. Where did PBM

come from?

You may remember playing board games, such as Diplomacy and the many war games, and these are still being sold today. Some of these board gamers, who couldn't manage to meet each other, decided to find another way of playing their games without needing to travel half way across the country. The only way they could find was to send orders through the post. Like a lot of new crazes, PBM first started in the States, but in 1971 Chris Harvey introduced it into the U.K.. The players would all send their turn orders to one controller called the GAME MASTER (GM) and he would sort out what was happening. It wasn't long before players started to send messages to each other, trading news and forming alliances. The start of 'real' postal gaming had arrived.

3. Who controls the games?

As I mentioned above, the controller is called a Game Master. But not all games are controlled by Humans. Some are controlled or

MODERATED (the more common name) by computers. You may see in the game adverts either HUMAN-

MODERATED or COMPUTER-MODERATED.

Another variation is HAND-MODERATION, where the turn reports are not computer generated or photocopied, but are written by the Game Master. It usually means that the game does not have pre-set replies that are just put onto your report sheet should you happen to try that option. This often makes a game that bit special and adds the element of surprise to what could happen next.

For example let's see a typical response from both a computer moderated game, and from a hand-moderated equivalent, when your player moves onto a new map position containing another player:

1. The computer-moderated game.

On this hex you have come across player 5. You have the options to 1. Trade 2. Attack 3. Ignore 4. Communicate.

Enter No?.....

If option 1 is chosen please indicate the amount of gold to trade?.....

If option 2 is chosen please indicate your retreat percentage?.....

If option 4 is chosen please give the message you want to

send below (max 20 words).....

2. The hand-moderated equivalent.

In the hex you have come across a feared warrior by the name of Anthrill (player 5). He is clad in Oriental style clothes and you notice that he is wearing a number of shurikens on a thin black belt. It isn't hard to tell that he is some kind of ninja. Your response should take his ability in mind. The fact that 10 of your own allies are also on this hex is also something you should consider. What will you do next?

Personally I find that hand-moderated games are more enjoyable, but they are not always all that fast moving. Nevertheless, hand-moderated games do give the chance for GM's to add humour and detail which are not always present in a computer-moderated game.

4. How often must I send in turn reports, and how long do the games last? Basically there are two kinds of game turnaround. The first is where you have to send in your turn sheets before a set time every two weeks or whatever. Games can have turnaround of 1 week for the faster reports to anything over two months where you are in control of many armies that have to have their individual orders processed. The usual, however, is a fortnightly turnaround. This gives plenty of time for outer game contacts to be written

to, and new plans made. The other type of game is open ended. This means that players can send in orders as often, or as seldom, as they like. Although this may appeal more to the gamer who likes to see the results of his orders as soon as possible, it also allows you to write to and receive the replies of other players before committing your own orders. Be sure, however, if you do choose an open ended game that you do not end up spending more than your budget allows, which brings us nicely to the last, but possibly, the most important question.

5. How much will everything cost? The problem with PBM games is that if you try to play too many different games, the costs can really mount up. I'm not saying that PBMinig is expensive- it isn't but only if you stick to playing 1 or 2 games at a time. To give you a better idea of the costs involved, let's take a typical game, say Vorcon Wars. To start up will cost you £1.50, but for this you get a rulebook, 3 free turns and the rest of the introductory package. From then on the turns will cost £1 each fortnight, or each week for more experienced players. Most PBM companies will usually pay the postage both ways, but if not you must take account of postage which can soon mount up. My advice on the subject of cost is to choose a low budget game, if you are a beginner and until you are more used to PBM. If

you choose a game with a weekly or fortnightly cost of £1 to £1.50 a turn then you should be able to restrict your expenditure to about £6 per month for two games (not including the initial set up cost). If you are choosing between two equally priced games and one offers Freepost then choose that one.

Finally before I finish this part of my article, I will suggest a few games suitable for beginners, how much they cost and where you can join. **VORCON WARS** £1.50 set up, £1 per turn. Write to: Vorcon Games, 59 Juniper, Birch Hill, Bracknell, Berks, RG12 4ZG.

ARCADIA £5 set up (including 2 free turns), £1.50 per turn. Write to: Jade Games, FREEPOST, P.O. Box 54, Southsea, Hants, PO4 0BR. **IT'S A CRIME** 62.5 pence per turn. Write to: KJC Games, P.O. Box 11, Clevelays, Blackpool, FY5 2UL.

For the next part of my article on PBM I suggest a tour of one of the actual companies. I have chosen JADE GAMES. This is how the meeting went.
P.T.O

JADE are My Tip for the Top in '87

Now then As PBM gaming is becoming a very busy pastime (it's not surprising that the people behind the scenes get much more than they bargained for in the way of customers. Of these organisers my personal tip for becoming the best in 1987 is JADE GAMES. I went along to see just what they get up to.

Jade games, compared to other PBM company's, are relatively new but they had such a successful start that they are quickly becoming a major company. The company itself comprises of 2 people, Tim Cann and Pete Furneyde. The 2 of them have been GM'ing and programming their games since January '86. With a little help from the chamber of commerce they managed to find the money for the equipment they needed. In about 3 days they had the entire business framework complete. After that it took about a month to get everything working smoothly although the actual development of Arcadia, their first game, took six to eight months, playtesting as they went along.

The actual founding

of Jade games took place in the usual surroundings that great ideas are formed, in other words - the pub! So with a lot of work and about £5000 it all started to fit together. In fact it wasn't long before it provided the boys with a full time job.

Although Tim, who does most of the GM'ing, was brought up with fantasy and role-playing in his blood he first heard about PBM in the old computer magazine Micro-Adventurer. Another PBM company, which is now rather established, KJC games, were advertising their game - Earthwood. From then on the idea of his own PBM game started to multiply in size. Eventually Tim got together with Pete Furneyde who does all the computer programming for Jade and you know the rest.

The organisation behind Jade made it feel more like Cliff Richard's fan club. Tim told me, "It's not the actual GM'ing that takes up our time as most of that is handled by our computers. What we spend all our day on is answering the many letters we receive, which at present is 40 to 50 per day. What's more, a lot of the players problems can be very trivial. Even making 140 rule-books

No 1

can take a days time."

He continued, "We started out with an idea of running 3 games per week but as people like Sloth Enterprises were getting high amounts of new customers, the record being 250 orders for Saturnalia in two days, we started to get an amazing 27 and more new players a day. We were then in a position of waiting for the profits to start rearing their heads."

One of the most important things to happen to Jade is their being sponsored by Atari UK. The idea is basically one of advertising as Jade use Atari ST computers for most of their processing. It has also given Jade the chance to have one of their games played by Modem. Mentions of Compunet as well as home based operations were made by Tim.

Since a year ago quite a lot has happened to Jade. A new game from Jade called Shattered World has been released and luckily it has been growing in size every day. Basically it gives you the chance to control a giant pyramid and various mining and scouting units with your aim of collecting amounts of power crystals that will get you to a secret plateau and escape.

The reason I said luckily is because of one of the hottest news stories in

PBM for quite some time. KJC games, a month or so ago, claimed that Arcadia was infringing the copyright of their game Earthwood. This went so far that Jade have had to stop the game. In case there are any Arcadia players out there don't worry. You will be given free start-ups in Shattered World or some



other arrangement. The claim of the two games being alike has shook many a journalist but as I know that Jade are soon to release 2 brand new games, one fantasy, the other wargaming in medieval times it won't be long before Jade are back as the major PBM company in Britain.

These new games will both have an astounding 500 players per game. With the basic idea of rising in rank certain benefits will become

available, which I am told may include your own internal mail system at one higher rank. As such a high amount of players will of course want to form huge alliances, religions and their like, a magazine will be produced every few turns that gives other players addresses, special battles going on and an especially

handy classified section. This section will allow alliances or single players to place free ads giving information of new plans and other such notices. As far as I know this has not yet been done at such a large scale and so the result should be quite interesting.

Jade are fast becoming a highly inventive, well adapting company and

the above plans are all likely to be a huge success. Research is being made into faster ways of processing players turn sheets, possibly via laser readers and printers. All this should pull together to make Jade live up to their aim of becoming the top PBM company in the country.

After such an interesting day out I couldn't resist joining up

in one of Jade's games and so next month you should be able to find one of the first ever reviews of Shattered World. I should also have a few words to say about the PBM world in general. It is so easy to compare with the computer industry that a joining of the 2 is highly probable.

P.B.M. LETTERS.

Over the next few issues I will look forward to your comments on my column or P.B.M. in general. I will be reviewing some of the games available and welcome your thoughts on these and others I may not touch upon. I shall soon be signing up for Trolley Bottom or St. Valentines Day Massacre, preferably both, but would welcome your comments on either of the games on certain criteria.

1. Reality - does the game take you really back, forward or even upside down?
2. Value - Obviously you don't want to pay for a bit of paper with two words on it.
3. Humour - Do the GM try to be light hearted at times, or is it all Troll bashing, and rope swinging.
4. Turnaround - Could the game work better at faster or slower returns.
5. Overall - Does the game get your mark?

Address all correspondence to J Roseaman, PBM, C/O H & D Services, 1338, Ashton Old Road, Manchester, M11 1JG.

Readers Section

Singing Praises

Reader Feedback

D. L. Fox of South Harrow, dropped us a line:

It's getting a lot, lot better, what is I hear you ask. The mag off course. I have had all the issues from No 1, and the last time I wrote was in No 6, I was talking about the Software Houses, saying that they had at last started to produce good playable games for our machines. And who produced the excellent Winter Events, have announced a Summer Events. (I can't wait for that). But getting back to your mag, I have seen a lot of difference between the very first issue, and now. When I first received No 9 I couldn't believe it, a brilliant effort, and I'm sure other readers would like to join me in saying

Pen Pal Corner

D.L. Fox, of 70, Southdown Cres, Sth Harrow, Middlesex, HA2 0QS. would like pen pals (all ages), to swap games, hints etc., anywhere in the UK or the World. All letters answered.

thanks for a brilliant mag, and we look forward to it with our support getting even better.

H & D Comment

It's always nice to get complimentary letters, and we ourselves were happy with the layout and content of No 9 in particular. This issue is hopefully as impressive, and we can guarantee an even better effort for our nationwide launch. Ironically sales of No 9 were in fact only half of those for No 1, mainly due to us having to cut back on magazine advertising, to enable money to be saved for the larger launch, so this trend will hopefully be reversed for what we believe to be the best C16/Plus 4 dedicated mag available, and certainly offers better VFM than say Commodore User who devote only a small amount of space to our machines.

And There's More

Glout Glout Glout

An unsigned letter dropped through our postbox:

"Do any of you care?" you asked at the end of Issue 16 of 1338, the Saga Continues. Yes, Yes, Yes!!, we do care. Life at 1338 is very important to us all. We, out

All Letters should be addressed to:-
The Editor
H&D Services
1338, Ashton Old Road, Higher Openshaw, M/c. M11 1JG.

here, cannot wait to read the next thrilling installment of the Saga. (We don't really read the rest of the book). In fact I've even considered writing to Auntie Beeb in the hope they will serialise "Life at 1338". Can you imagine it, you would soon be as rich as J. R. Ewing.

When you do become a star, please remember us, the everyday folk, your fans, well me anyway! Looking forward to the next great, fantastic episode. Please can you make them longer? Regards, your greatest Fan.

H & D Comment

Believe us, we are happy that at least one reader appreciates the hours of dedicated effort that goes into producing this masterpiece. Unfortunately Mr. H is firmly against the Saga being serialised; he doesn't fancy the idea of being shot! As for making them longer you are either a glutton for punishment, or there's one born everyday!

Have a nice day!

The 1338 Saga
Lives
Oh No, Arrgghh!
NB
Please put the
children to bed
before reading

As I write this, the sun is beating down from a clear blue sky, strange for Manchester we know, but anyway as I search for inspiration, one thought keeps returning. What the hell am I doing here! I could be out enjoying the sun, but dedication to our fan prevents me and keeps me at my desk. So much has happened in this small corner of British industry since I last wrote. More new laces have been dragged off Maggie's dole queue in an effort to make H & D great, well average, anyway. A number of puzzles have also been resolved, so I'll try to put together the facts.

First the good news. Liz has finally been completely exonerated to the relief of the staff and no doubt our reader. You may know that Liz was on her final warning after there was no explanation for files that were going missing. It was actually industrial espionage, and the person actually responsible was, wait for it, the cleaner. Well I guess you're as flabbergasted as we are at this news, but our sweet old cleaner with the

moustache was a spy. The facts came to light when the films we'd had printed came back and in among a whole series of artistic nudes, which were quickly confiscated by Mr. H, were a series of photo's of pages of our Hints Pokes and Maps, and even more importantly one where a mirror on a wall perfectly captured an image of our cleaner taking the photo's. Mr. D informed the Police who managed to capture our cleaner hot footling it through Piccadilly, mop bucket in hand, ready to board a train to Shropshire. It turned out in fact that the company she worked for had minor links in the world of computer magazine publishing, who had used her as a spy to get inside information on the H & D empire. Mr. H immediately threatened legal action against the company, but after some reversed charge calls to Ludlow, Mr. H. agreed with a gentleman called Roger who was apparently high up in the organisation, that they could settle out of court with the defendants agreeing to sell off one of their publications as compensation.

As a result of this lapse in security, Joe was delegated to organise a sweep of the office to make sure that there were no bugs planted. Unfortunately chaos reigned when a firm complete with hoovers strapped to their backs and going by the name of Bug Busters arrived, and the offices had to be vacated for a day whilst they went around spraying things. Mr. D

had to explain to Joe that this wasn't quite what he had in mind but at least it got rid of the smell of Carl's... sorry Liz's perfume, and everyone felt a little high for a few days, so much so that Mr. D plans to get them back again in the very near future.

The mystery of Mr. H's behavior was finally resolved, and it was revealed that there were in fact two Mr. H's. Twins, now who said God hasn't got a sense of humour? Percy got the shock of his life when he bumped into the two of them one morning, both sitting either end of a desk like a pair of Toby Jugs. Mr. D. was a little perturbed when told and wondered how he was going to manage with two of them, but although, apart from a beard on Mr. H, they are identical, their temperaments are totally different. We all know about Mr. H's obvious capitalist tendencies, but his brother is a kind considerate left wing activist! For some strange reason Mr. H has had to allow his brother to join the firm, although they obviously don't get on. Brother H as he would like to be called quickly formed a Union amongst the down trodden H & D masses. The dues are a little high at £25 per week, but as Brother H explains, as full time convenor he needs to quickly build up the finances, if he is to be able to take industrial action. Liz has been the first to pay up because of what she's been through the last few weeks, and Brother H is now pursuing an equal

opportunities and victimisation claim against the company, and we can expect some heavy negotiations over the next few weeks.

The Gobble problem refuses to die, and the latest blow has been the reluctance of the City Council to drop the committee that's looking into the Gobble statue. They have sent a summons to Mr. D, and Mr. H to appear before the Chair Person, a Mister Mirage Vendis who dwells at the Church of God The Light for Freedom somewhere in Whalley Range. They're accused of discrimination against Turkish minorities, racism and blatant Fowlism. What with this and Union problems, Mr. H is becoming very worried.

To add to poor Mr. H's worries, he stumbled across various adverts asking for art-work for the handbooks. Mr. H. told Mr. D. that there was no need as he does all the art-work, but in a rare moment of candour, not too say outright courage, Mr. D. told him that his drawings were just not good enough and they had never used any in the Handbooks. Mr. H. dug out his three copies of the handbook, all with his art-work in, and Mr. D. twisted the knife by telling him the whole truth. Mr. H. looking drawn asked to be alone. Mr. D. feeling a lot better, got on the phone to advertise for an artist. A few days later came the day for the interviews, and amongst all the average talent came a lad called Dominic, Six foot thirteen inches in his stocking

feet. Mr. D thought it was odd him having no shoes on, but he knows what these arty types are like. Mr. D. informed Mr. H, over the phone as he was accepting no visitors, that he'd taken an artist on the payroll, to which Mr. H. was very mature and now even refuses to answer phone calls.

Mr. H's mood was affecting the staff and so Mr. D. asked Percy to arrange a trip for Easter Sunday, to try to cheer the staff up. Percy being a horse racing fan arranged for the staff to go to Brighton for a day at the races. The day came and they all piled into the Company Reliant Robin, Percy insisted that they all be blindfolded, as it was a mystery trip, and a couple of hours later they arrived. Percy removed all the blindfolds and announced "here we ere, Brighton", Mr. D. was a little puzzled, he'd never been to Brighton, but he knew that they had only taken a couple of hours, and why was Brighton full of Stan Boardman's, perhaps it was a Scouse holiday, but anyway they valiantly tried to find the racecourse with little success. To ensure the day wasn't a complete washout Mr. D. suggested that they tried to find the nudist beach. They trudged down the front, but the only bums they saw wore a couple of tramps rifling through bins. The lack of nudists was attributed to the chilly weather, so throwing caution to the wind Carl stripped off and everyone else followed suit, it was not a pretty sight but at least the

sight of people getting back to nature had brought a few sightseers to the front. They had just begun to enjoy themselves when along came the police, and, to Mr. D's horror, arrested them all. Back at the station Mr. D. explained that they were just taking advantage of the famous Brighton nudist beach, and was totally dumbfounded when the police officer informed him that this was New Brighton. After checking the staff for any signs of drugs they were set free, and as the day was such a disappointment they decided to go back home.

After dropping everyone off Mr. D. took the Company Robin back to the company car park, and was a little puzzled to see the lights on in Mr. H's office. Mr. D. went in to check that everything was OK, but when he entered the office a sad looking Mr. H. was at his desk, and didn't even acknowledge Mr. D's presence. Mr. H. slowly opened his drawer, and Mr. D stood frozen as Mr. H. pulled out a pistol and slowly raised it to his head....

Could this be the end of Mr. H, indeed H & D Services? Will he pull the trigger? Will Mr. D stop him? Does he even care? Find out in the next rivetting episode of the 1338 saga.

Oh The Suspense
can you bear it??

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- 3. If you need your work back then please send a stamped addressed envelope.**

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